DEFENSIVE AND COMPETITIVE BIDDING

OVERCALLS (Style: Responses: 1 / 2 Level; Reopening)

2 raise = 7-9 HP jump raise = weak with minimum 4-card fit

ceu-bid = minimum limit hand & 1 round forcing

jump ceu-bid after overcall in major = 9-11 HP - 4 card support

1NT = 9-12 HP (maximum 2 card support)

2NT = 13-15 HP (maximum 2 card support)

1NT OVERCALL (2nd/4th Live; Responses; Reopening)

2nd hand = 15+ - 18 HP → Stayman & transfer

4th hand = 11-14 HP (with stop)

responses are the same as in 2nd hand after 1NT overcall

JUMP OVERCALLS (Style; Responses; Unusual NT)

2♦/♥/♠ = max. 10 HP with 6 card (vulnerable = 12-15 HP)

2NT = GHESTEM (2 lowest colors) 6-7 losers (vulnerable 5 losers)

3♣ = GHESTEM (2 highest colors) 6-7 losers (vulnerable 5 losers)

Reopen:

DIRECT & JUMP CUE BIDS (Style; Response; Reopen)

ceu-bid in 2nd hand = GHESTEM (lowest & highest colors)

2NT in 4th hand = 18 - 20 HP

VS. NT (vs. Strong/Weak; Reopening;PH)

double = both majors (at least 5-4)

2♣ = minimum a 6-card ♣

2♦ = minimum a 6-card ♦

2♥ = at least a 5-card ♥ (possible 4-card minor)

2♠ = at least a 5-card ♠ (possible 4-card minor)

2NT = minors (at least 5-5)

VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)

general style

VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣

1♦/♥/♠ = 7-15 HP with minimum 5-card double = ♣

1NT = 5-card ♣ + 5-card ♥ or 5-card ♦ + 5-card ♠

2♣ = 5♣ + 5♦ 2♦ = 5♦ + 5♥ 2♥ = 5♥ + 5♠ 2♠ = 5♠ + 5♣

OVER OPPONENTS' TAKEOUT DOUBLE

redouble = minimum 10 HP

bid on level 2 after opponents double =

minimum 6-card to play

LEADS AND SIGNALS

OPENING LEADS STYLE

	Lead	In Partner's Suit
Suit	high/low = even	low/high = odd
NT	the lower the more intrest	number of cards
Subseq		

Other:

LEADS

Lead	Vs. Suit	Vs. NT
Ace	ask signal	Ace King x
King	ask number of cards	AKJxx – KQJx – KQ10x
Queen	highest	AQJxx
Jack	highest or KANTAR	AJ108 or KJ109 KANTAR
10	highest or KANTAR	A1098 K1098 KANTAR
9	highest	A987 K987 Q987
Hi-X	even	number of cards
Lo-X	odd	odd

SIGNALS IN ORDER OF PRIORITY

	Partner's Lead	Declarer's Lead	Discarding
1	high = encouraging	number of cards	Italian
Suit 2	low = discouraging		
3			
1	high = encouraging	number of cards	Revolving
NT 2	low = discouraging		
3			

Signals (including Trumps):

DOUBLES

TAKEOUT DOUBLES (Style; Responses; Reopening)

general style

4th hand at least 8 HP : responses → lowest color from 0-10 HP

jump in color = at least 11 HP

1NT = 12-13 HP 2NT = 14-15 HP cue-bid = 14-15 HP

SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS

negative double >> 4♠

lightner double

competitive doubles when both sides have fit

support double + redouble

W B F CONVENTION CARD

CATEGORY: BELGIAN TEAM CHAMPIONSIP

TEAM & DIVISION WAREGEM 1 National 2A

PLAYERS: Daele Yves 19979

Hoogstoel Alain 18163

SYSTEM SUMMARY

GENERAL APPROACH AND STYLE

majors 5-card

longest minor (with 3/3 or 4/4 always 1♣)

clubs at least 2-card

1NT = 15-17 HP

SPECIAL BIDS THAT MAY REQUIRE DEFENSE

After opening in major → 1NT is forcing (up to 12 HP)

2♣ = always strong (no weak variations)

2♦ = weak with 6 card major or strongest bid

2♥/♠ = Muiderberg

not vulnerable = 5 card major + 4 card minor

vulnerable = 5 card major + 5 card minor

SPECIAL FORCING PASS SEQUENCES

IMPORTANT NOTES

each double after an artificial bid =

lead in that color

PSYCHICS:

OPENING	TICK IF ARTIFICIAL	MIN. NO. OF CARDS	NEG.DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	PASSED HAND BIDDING
1♣		3	4♥	11 + HP	1♣-2♣ = 5-card ♣ (forcing inverted minor)	1♣-3♣ = 5+ card ♣ 6-9 HP inverted minor	
					2♦/♥/♠ = 3-5 HP with minimum a 6 card	1♣-2NT = 5+ card ♣ 0-5 HP inverted minor	
1♦		3	4♥	11 + HP	1♦-2♦ = 4-card ♦ (forcing inverted minor)	1♦-3♦ = 5+ card ♦ 6-9 HP inverted minor	
					2♥/♠ = 3-5 HP with a minimum 6 card	1♦-2NT = 5+ card ♦ 0-5 HP inverted minor	
1♥		5	4♦	11 + HP	2NT = 11+ HP & minimum 4 card fit	1♥ - 3♥ = 4 card support & weak (0-7 HP)	
					1NT = forcing 2♣/2♦ = game forcing	1♥ - 4♥ = 5 card support & weak (0-6 HP)	
1♠		5	4♥	11 + HP	2NT = 11+ HP & minimum 4 card fit	1♠ - 3♠ = 4 card support & weak (0-7 HP)	
					1NT = forcing 2♣/2♦/2♥ = game forcing	1♠ - 4♠ = 5 card support & weak (0-6 HP)	
INT				15-17 HP	2♣ = STAYMAN with or without major can be weak	After 1NT - 2♣ - 2♦ = 2♥ limit with 5♥/4♠	
				Lebensohl after intervention	2♦/♥/♠/ZT = transfer ♥/♠/♣/♦ 4♣ = asking aces	SMOLEN = 2♠ limit with 5♠/4♥	
2♣				9 tricks in 1 color (17+ HP)	2♦ = relay	after 2♦ : 2♥/♠/3♣/3♦ = 9 tricks 2NT = 22-23	
				NT 22-23 / all possible 5/5		3♥/♠ = 5 + minor 3NT = majors 4♣ = minors	
2♦				weak with 6 /7 card ♥/♠	2♥ = relay 2♠ = to play 3♥ or 4♥	after 2NT : 3♣ and 3♦ = weak (6-8 HP)	
				10 tricks / NT 24+	2NT = forcing 3♥ = minimum 3 card ♥& 3 card ♠	3♥ = 9-10 HP with ♠ 3♠ = 9-10 HP with ♥	
2♥				5-card ♥ + 4-card ♣/♦ 6-10 HP	3♣ = no fit pass or correct 3♦ = weak with ♦	after 2♥-2NT : 3♣ and 3♦ = weak(6-8 HP)	
				vulnerable = always 5/5	2♠ = to play 2NT = forcing	3♥ = 9-10 HP with ♣ 3♠ = 9-10 HP with ♦	
2♠				5-card ♠ + 4-card ♣/♦ 6-10 HP	3♣ = no fit pass or correct 3♦ = weak with ♦	after 2♠-2NT : 3♣ and 3♦ = weak (6-8 HP)	
				vulnerable = always 5/5	3♥ = to play 2NT = forcing	3♥ = 9-10 HP with ♣ 3♠ = 9-10 HP with ♦	
2NT				20-22 HP	3♣ = PUPPET STAYMAN 3♦/♥ = transfer for ♥/♠	4♣ = asking for aces	
					3♠ = 5/5 ♣/♦ slem try 3NT = 5-card ♠ + 4-card ♥		
3♣				maximum 10 HP & max 1 ace	other color = forcing game jump = control		
3♦				maximum 10 HP & max 1 ace	other color = forcing game jump = control		
3♥				maximum 10 HP & max 1 ace	other color = forcing game jump = control		
3♠				maximum 10 HP & max 1 ace	other color = forcing game jump = control		
3NT				7-card ♣ or ♦ AKQxxxx	4♣ = not forcing (weak relay)		
				and maximum another Q	4♦ = slem ambition		
4♣				NAMYATS 9 tricks in ♥	4♦ = want the other hand to play		
4♦				NAMYATS 9 tricks in ♠	4♥ = want the other hand to play		
4♥				maximum 10 HP & max 1 ace	other color = control		
4♠				maximum 10 HP & max 1 ace	other color = control		
4NT				at least 5/5 ♣/♦ and 8+ tricks			
5♣				maximum 10 HP & max 1 ace		**HIGH LEVEL BIDDING**	
5♦				maximum 10 HP & max 1 ace		1NT - 4♣ = asking for aces 1NT - 4♦ = 5-card ♥ + 5-card ♠ (8-12 HP)	
5♥				maximum 10 HP & max 1 ace		2NT - 4♣ = asking for aces DOPI/ROPI	
5♠				maximum 10 HP & max 1 ace		with fit = 4NT aces → 1 or 4 / 0 or 3 / 2 without Queen of trump / 2 with Q	
						5NT = asking for kings → 0 - 1 - 2 - 3	
						Blackwood exclusion → 1 or 4 / 0 or 3 / 2 without Queen of trump / 2 with Q	